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Subject: True war gun model

Posted by [Sir Phoenixx](#) on Wed, 09 Apr 2003 23:15:26 GMT

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lol...

So would you like it extremely sugarcoated, or the truth and nothing but the truth?

(btw, to attach an object to another object: Select the first object, right click, Convert to->Editable Mesh, right click, attach, click on the object you want to attach it to; by boolean: Select the first object, in Compounds under the Create tab, click Boolean, go down and select "Union A+B", click on "Select Operand B" at the top, and click on the object you want attached (warning: this adds more polygons, but this also deletes those polygons that are inside))

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